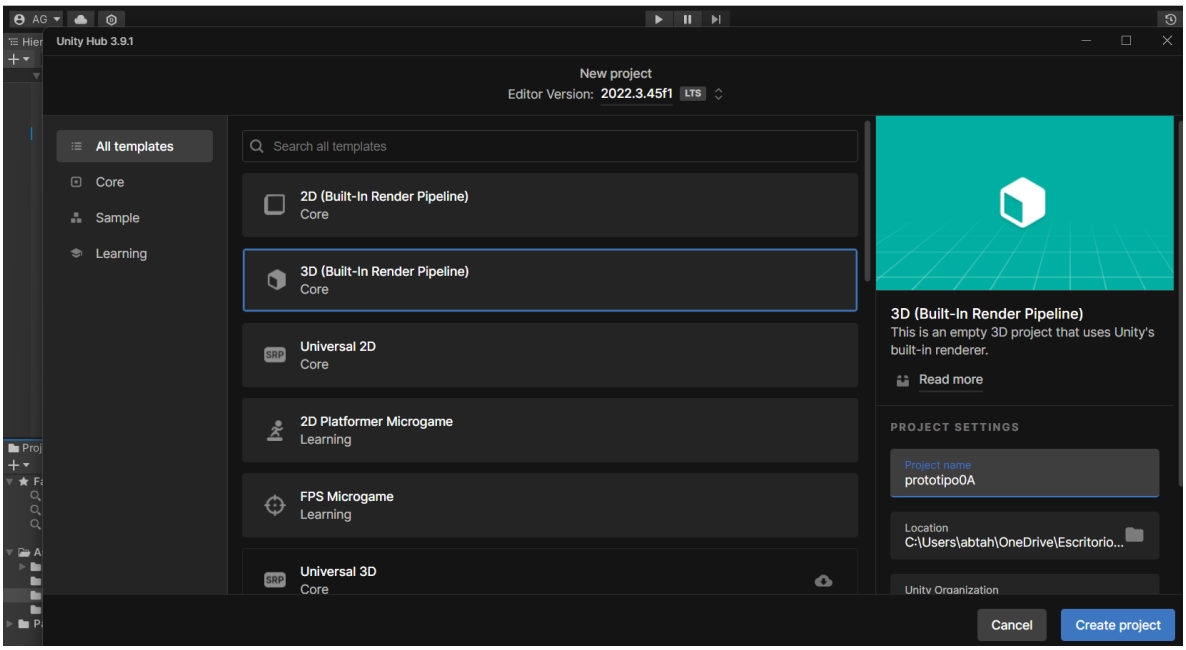
Unity Hub 3.9.1
New project
Editor Version: 2022.3.45f1 LTS
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
2D Platformer Microgame
Learning
FPS Microgame
Learning
Universal 3D
Core
3D (Built-In Render Pipeline)
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
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Location
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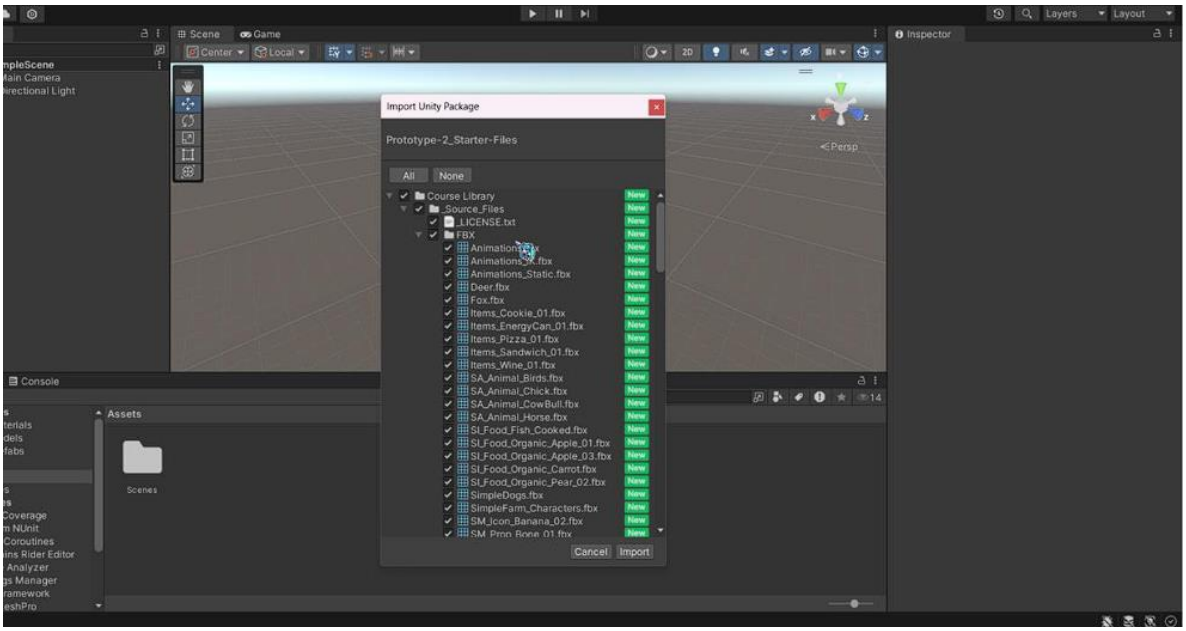
Unity Organization
Cancel
Create project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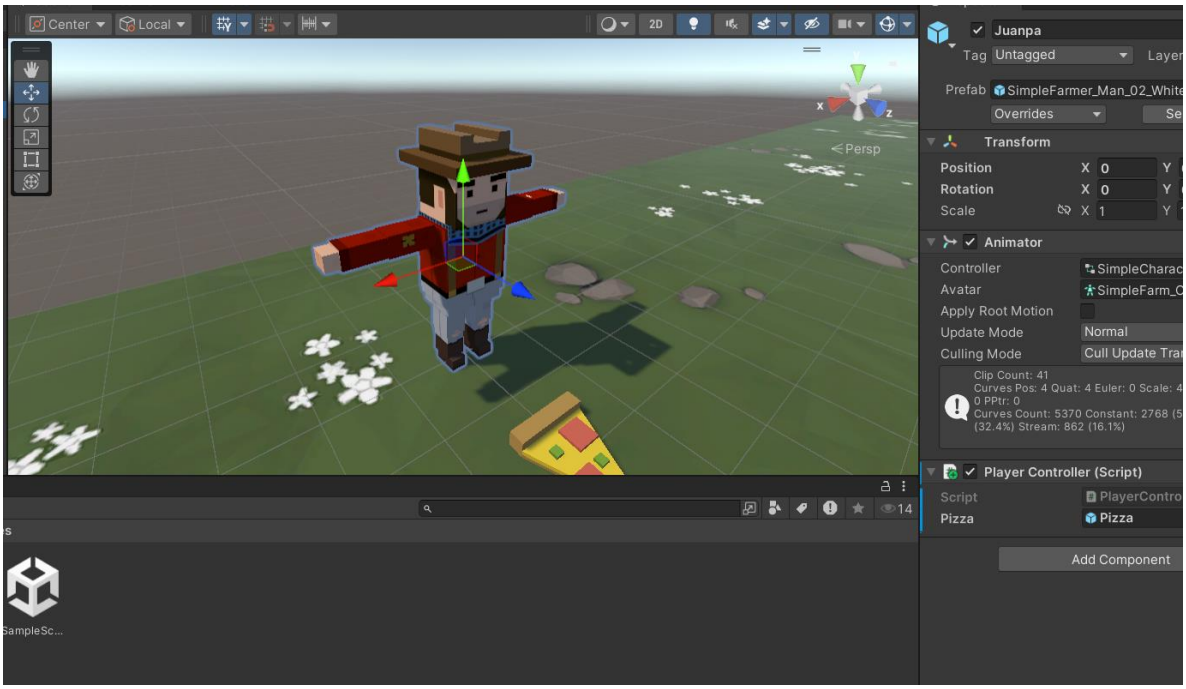
Import
Scene
Game
Inspector
Console
Assets
Scenes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Prefab
SimpleFarmer_Man_02_White
Overrides
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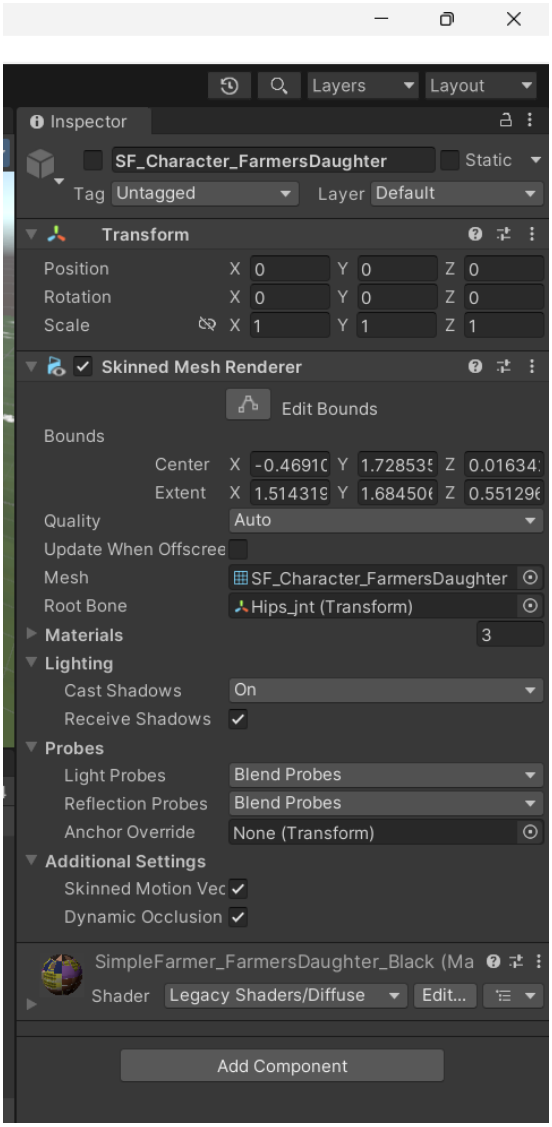
Controller
Avatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Player Controller (Script)
Script
Pizza
Add Component


Layers
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SF_Character_FarmersDaughter
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Scale X 1 Y 1 Z 1
Skinned Mesh Renderer
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Materials 3
Lighting
Cast Shadows On
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Probes
Light Probes Blend Probes
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Additional Settings
Skinned Motion Vec
Dynamic Occlusion
SimpleFarmer_FarmersDaughter_Black (Ma
Shader Legacy Shaders/Diffuse Edit...
Add Component


File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Granjero
Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Scene
Game
Animator
Persp
Inspector
Granjero
Tag Untagged
Layer Default
Prefab SimpleFarmer_Man_02_White
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SimpleCharacter
Avatar SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Player Controller (Script)
Script PlayerController
Pizza
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Assets > Course Library > Humans


File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Granjero
Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Food_Steak_01
Scene
Game
Animator
Persp
Inspector
Food_Steak_01
Tag Untagged
Layer Default
Prefab Food_Steak_01
Overrides
Select
Open
Transform
Position
Rotation
Scale
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Mesh SM_Prop_Steak_01
Mesh Renderer
Materials
Lighting
Cast Shadows On
Receive Shadows
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
Dynamic Occlusion
SimpleDogs (Material)
Shader Standard
Edit...
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
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Animals
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Humans
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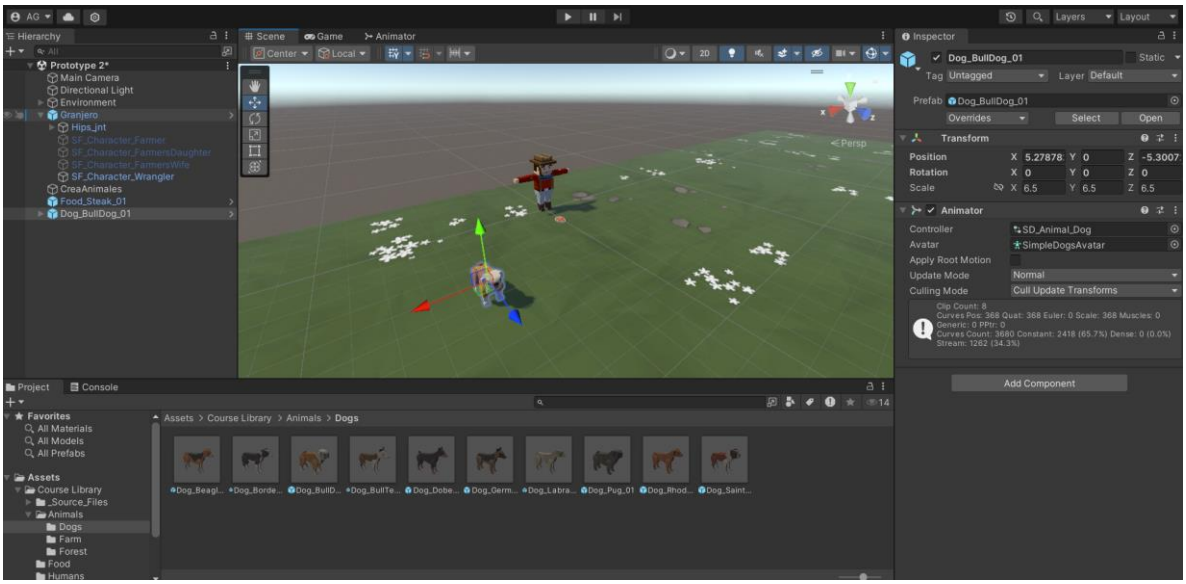
Prefabs
Scenes
Assets > Course Library > Food
IndexOutOfRangeException: Index was outside the bounds of the array.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Scene
Game
Animator
Inspector
Prototype 2*
Main Camera
Directional Light
Environment
Granjero
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SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Food_Steak_01
Dog_BullDog_01
Dog_BullDog_01
Tag Untagged
Layer Default
Prefab Dog_BullDog_01
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
Project
Console
Favorites
All Materials
All Models
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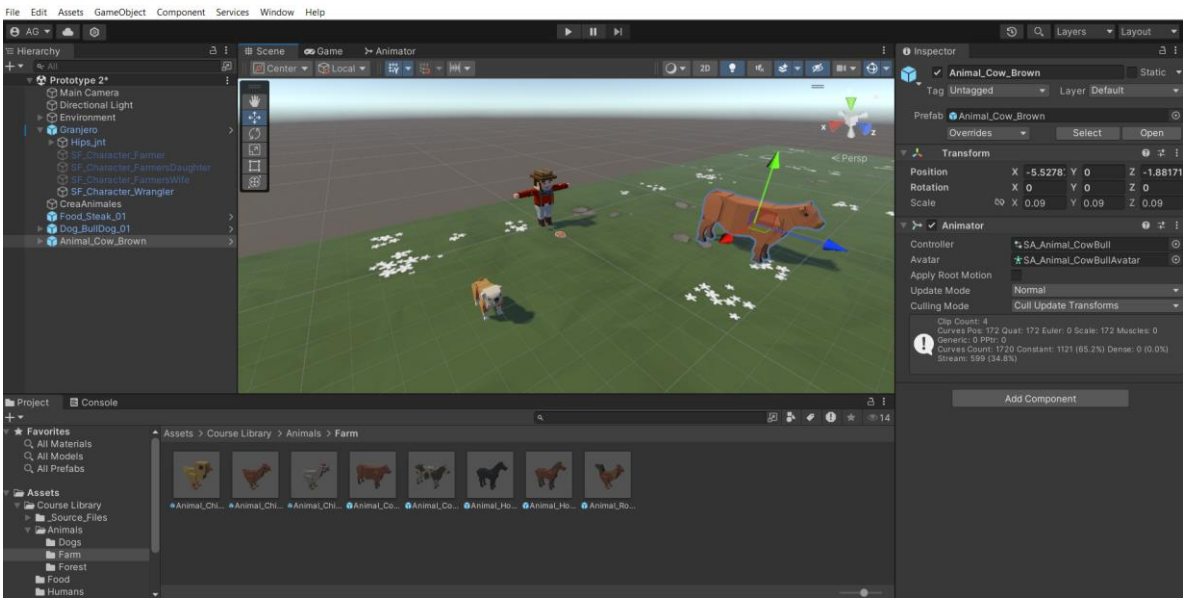
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Assets > Course Library > Animals > Dogs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Hierarchy
Scene
Game
Animator
Inspector
Prototype 2*
Main Camera
Directional Light
Environment
Granjero
Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Food_Steak_01
Dog_BullDog_01
Animal_Cow_Brown
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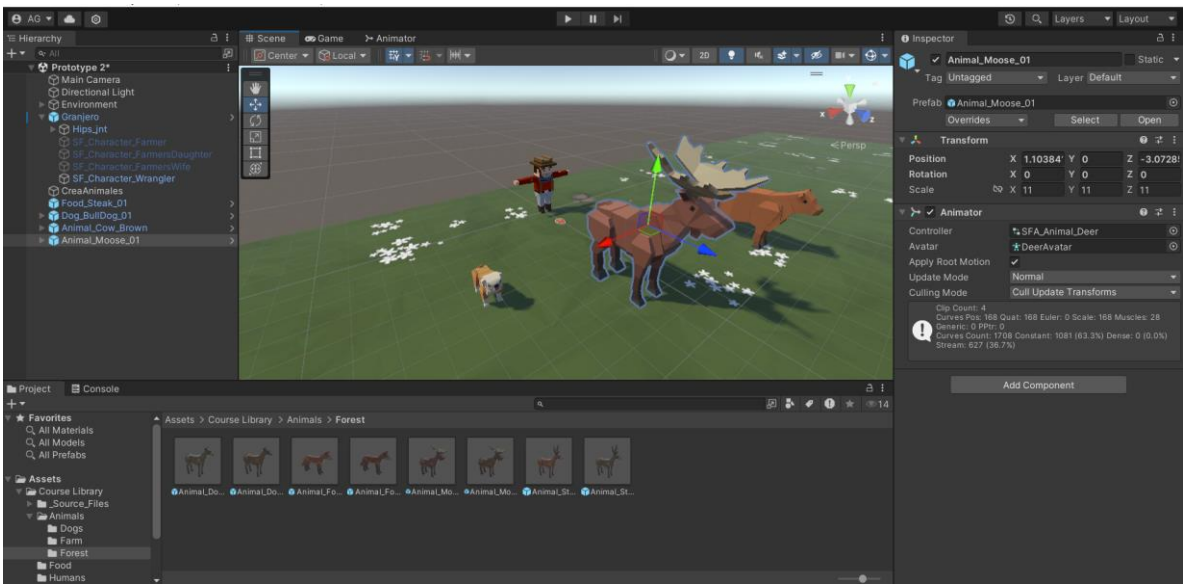
Layer Default
Prefab Animal_Cow_Brown
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SA_Animal_CowBull
Avatar SA_Animal_CowBullAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Assets > Course Library > Animals > Farm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Scene
Game
Animator
Inspector
Prototype 2*
Main Camera
Directional Light
Environment
Granjero
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SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Food_Steak_01
Dog_BullDog_01
Animal_Cow_Brown
Animal_Moose_01
Persp
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Static
Tag Untagged
Layer Default
Prefab Animal_Moose_01
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SFA_Animal_Deer
Avatar DeerAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
Project
Console
Favorites
All Materials
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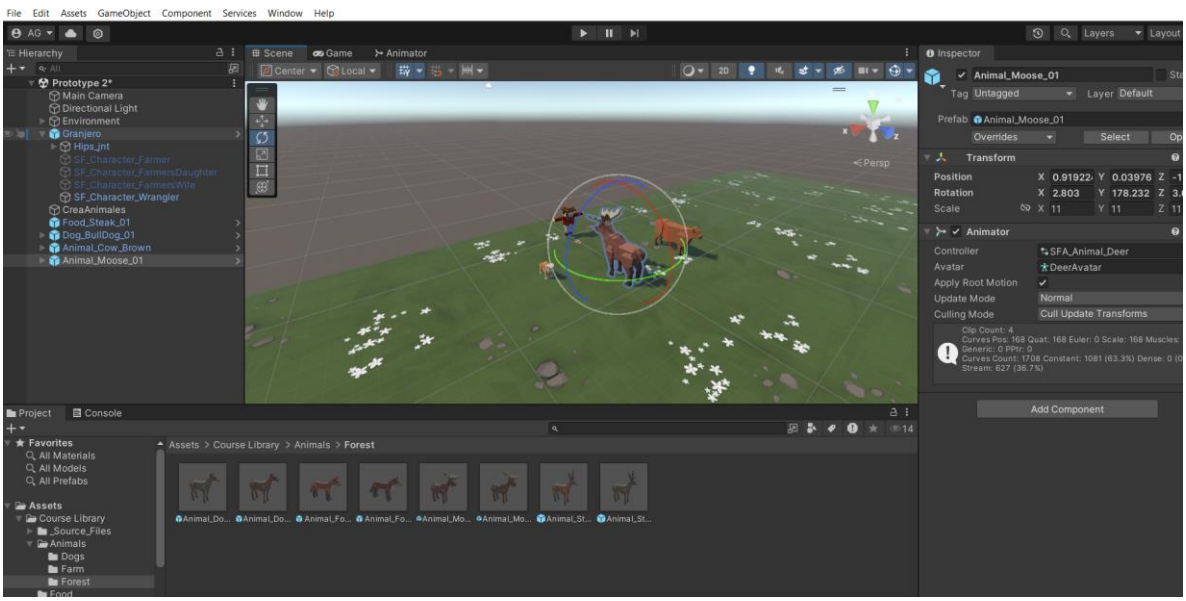
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Assets > Course Library > Animals > Forest


File Edit Assets GameObject Component Services Window Help
Hierarchy
Scene
Game
Animator
Inspector
Prototype 2*
Main Camera
Directional Light
Environment
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SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Food_Steak_01
Dog_BullDog_01
Animal_Cow_Brown
Animal_Moose_01
Persp
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Tag Untagged
Layer Default
Prefab Animal_Moose_01
Overrides
Select
Transform
Position
Rotation
Scale
Animator
Controller SFA_Animal_Deer
Avatar DeerAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
Project
Console
Favorites
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All Models
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_Source_Files
Animals
Dogs
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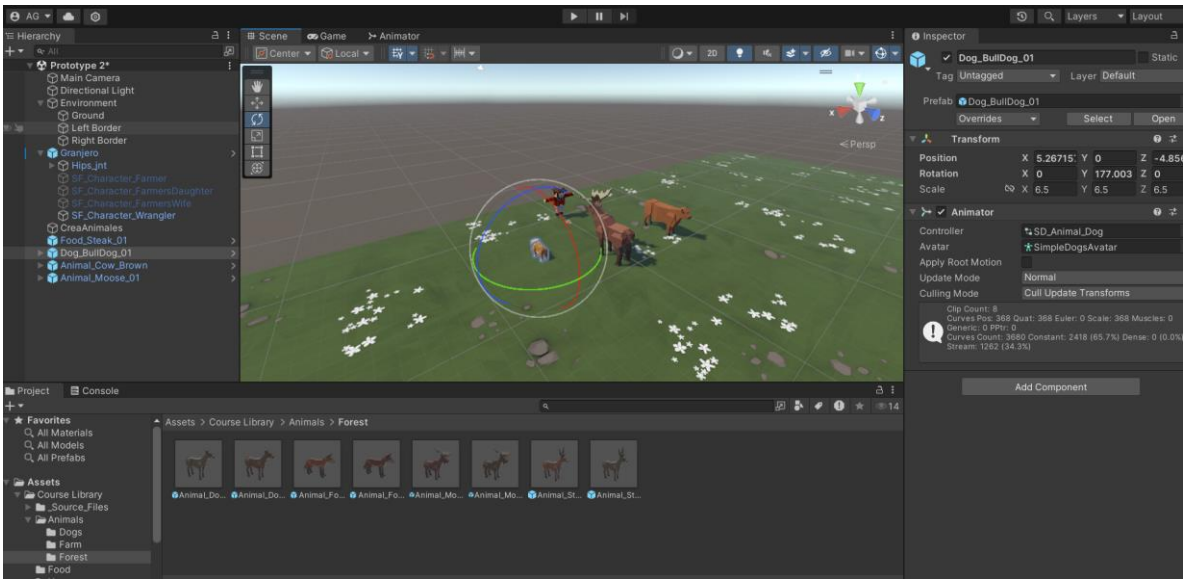
Assets > Course Library > Animals > Forest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Main Camera
Directional Light
Environment
Ground
Left Border
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Granjero
Hips_jnt
SF_Character_Farmer
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SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Food_Steak_01
Dog_BullDog_01
Animal_Cow_Brown
Animal_Moose_01
Scene
Game
Animator
Persp
Inspector
Dog_BullDog_01
Static
Tag Untagged
Layer Default
Prefab Dog_BullDog_01
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
Project
Console
Favorites
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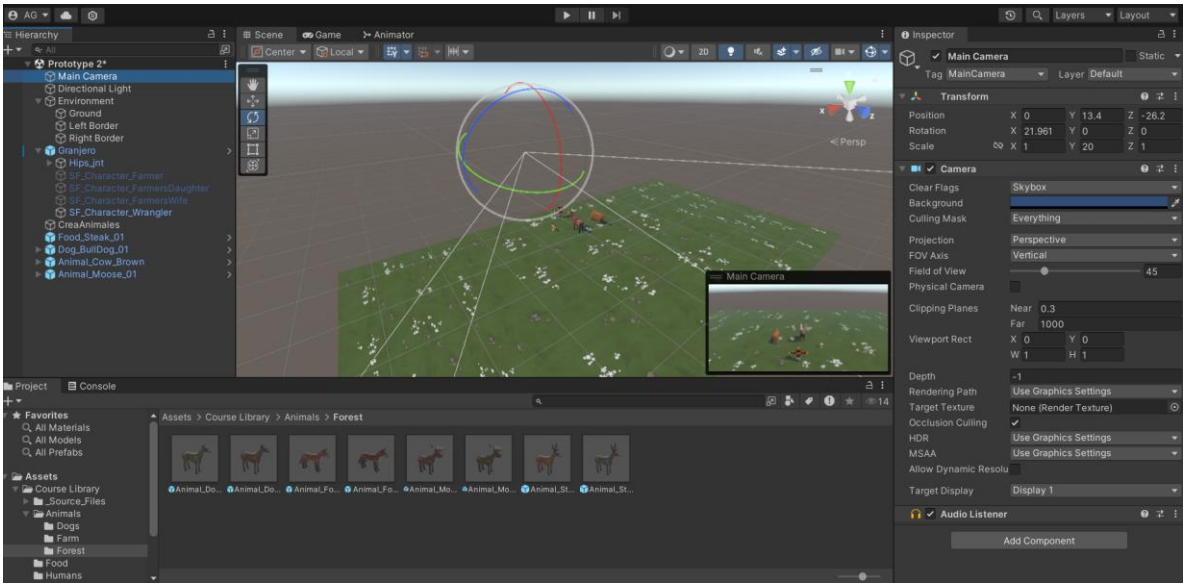
_Source_Files
Animals
Dogs
Farm
Forest
Food
Assets > Course Library > Animals > Forest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Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Granjero
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SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Food_Steak_01
Dog_BullDog_01
Animal_Cow_Brown
Animal_Moose_01
Scene
Game
Animator
Persp
Main Camera
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags Skybox
Background
Culling Mask Everything
Projection Perspective
FOV Axis Vertical
Field of View 45
Physical Camera
Clipping Planes Near 0.3 Far 1000
Viewport Rect
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Use Graphics Settings
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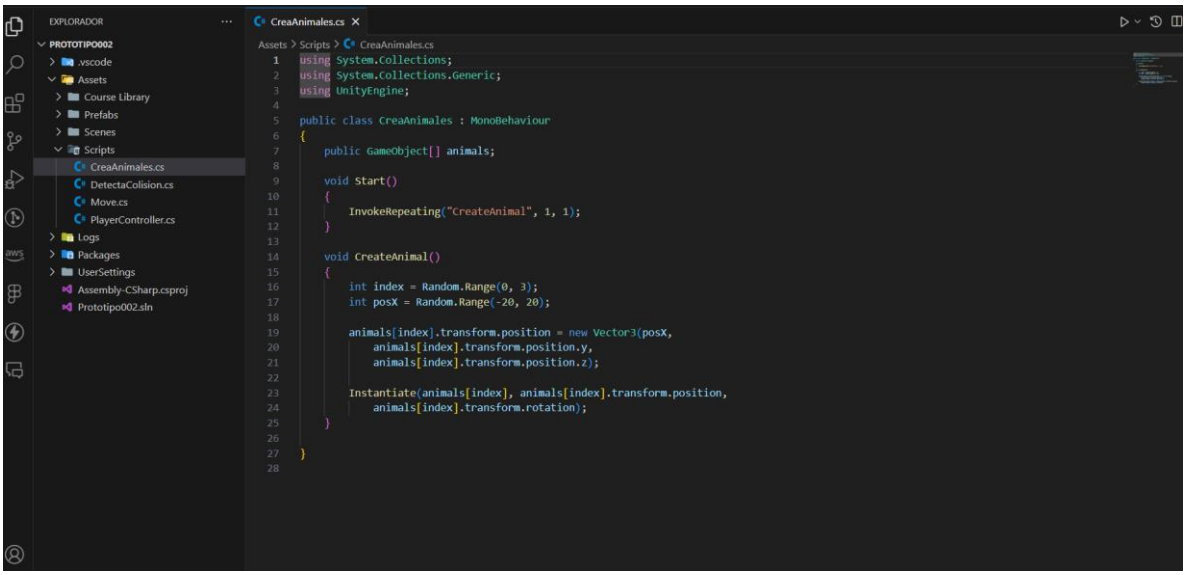
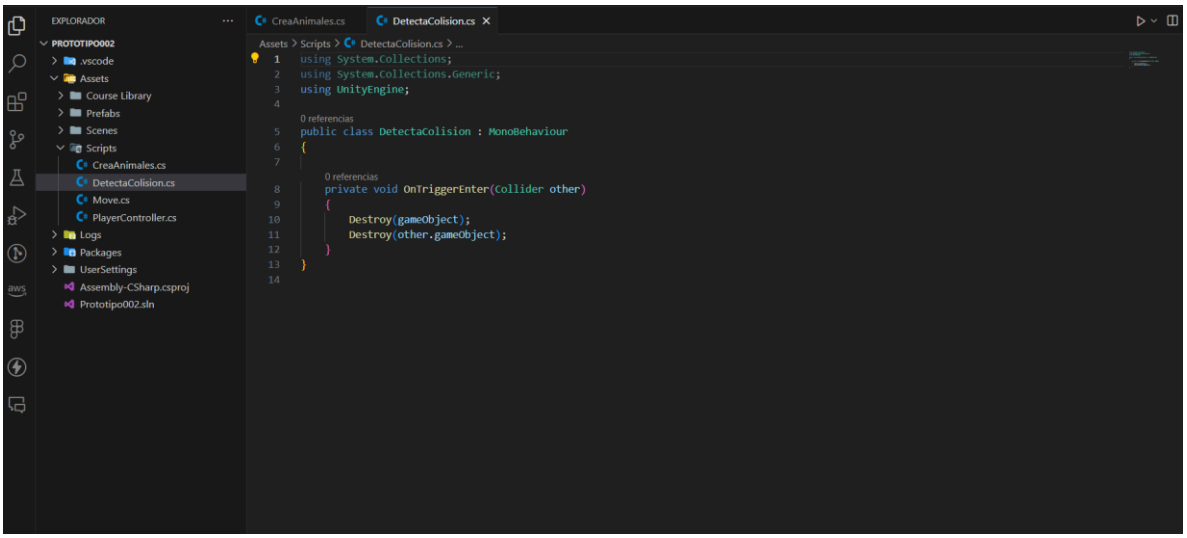
Audio Listener
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Assets > Course Library > Animals > Forest


EXPLORADOR
PROTOTIPO002
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
CreaAnimales.cs
DetectaColision.cs
Move.cs
PlayerController.cs
Logs
Packages
UserSettings
Assembly-CSharp.csproj
Prototipo002.sln
CreaAnimales.cs
Assets > Scripts > CreaAnimales.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class CreaAnimales : MonoBehaviour
{
public GameObject[] animals;
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
void CreateAnimal()
{
int index = Random.Range(0, 3);
int posX = Random.Range(-20, 20);
animals[index].transform.position = new Vector3(posX,
animals[index].transform.position.y,
animals[index].transform.position.z);
Instantiate(animals[index], animals[index].transform.position,
animals[index].transform.rotation);
}
}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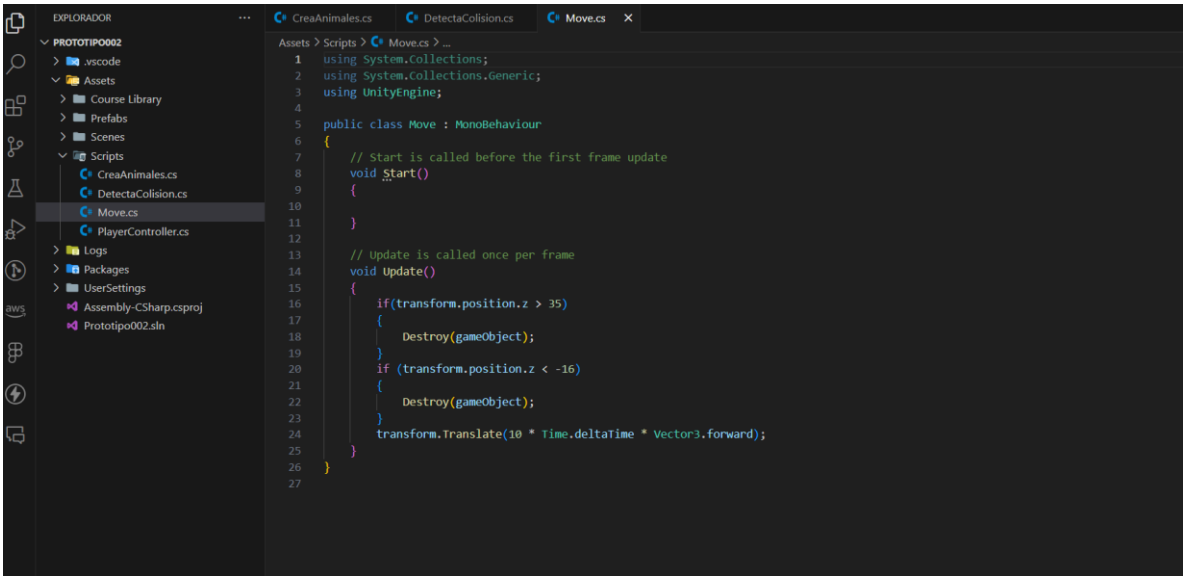
Course Library
Prefabs
Scenes
Scripts
CreaAnimales.cs
DetectaColision.cs
Move.cs
PlayerController.cs
Logs
Packages
UserSettings
Assembly-CSharp.csproj
Prototipo002.sln
CreaAnimales.cs
DetectaColision.cs
Assets > Scripts > DetectaColision.cs > ...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 referencias
public class DetectaColision : MonoBehaviour
{
0 referencias
private void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}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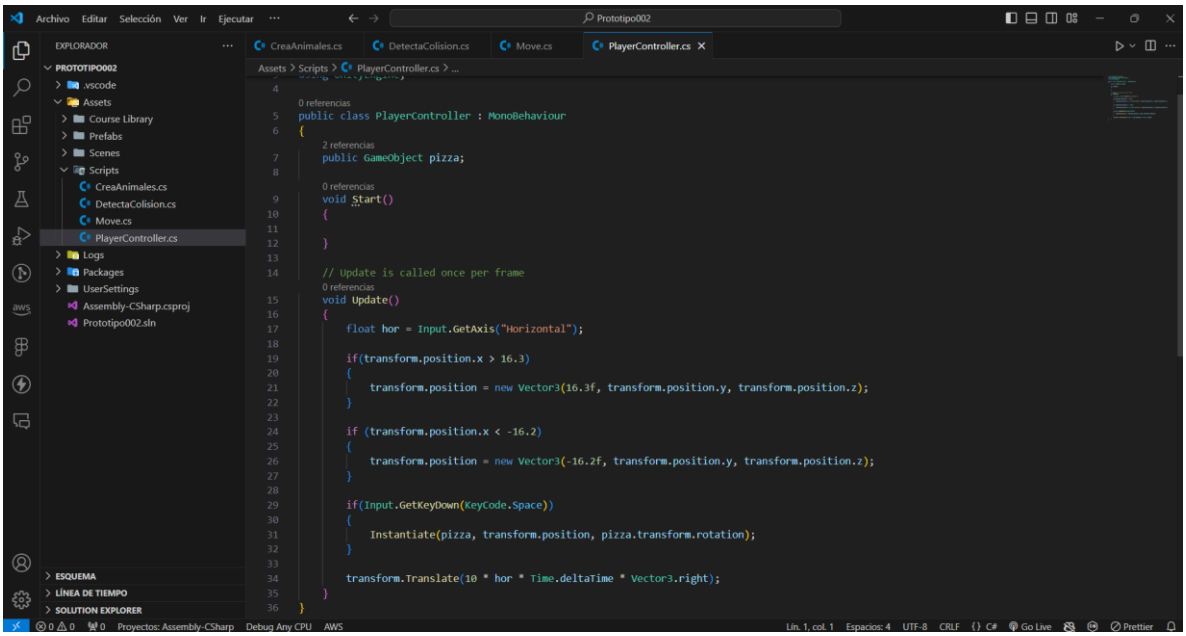
PROTOTIPO002
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
CreaAnimales.cs
DetectaColision.cs
Move.cs
PlayerController.cs
Logs
Packages
UserSettings
Assembly-CSharp.csproj
Prototipo002.sln
CreaAnimales.cs
DetectaColision.cs
Move.cs
Assets > Scripts > Move.cs > ...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Move : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
if(transform.position.z > 35)
{
Destroy(gameObject);
}
if (transform.position.z < -16)
{
Destroy(gameObject);
}
transform.Translate(10 * Time.deltaTime * Vector3.forward);
}
}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Prototipo002
EXPLORADOR
PROTOTIPO002
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
CreaAnimales.cs
DetectaColision.cs
Move.cs
PlayerController.cs
Logs
Packages
UserSettings
Assembly-CSharp.csproj
Prototipo002.sln
ESQUEMA
LÍNEA DE TIEMPO
SOLUTION EXPLORER
CreaAnimales.cs
DetectaColision.cs
Move.cs
PlayerController.cs
Assets > Scripts > PlayerController.cs > ...
0 referencias
public class PlayerController : MonoBehaviour
{
2 referencias
public GameObject pizza;
0 referencias
void Start()
{
}
// Update is called once per frame
0 referencias
void Update()
{
float hor = Input.GetAxis("Horizontal");
if(transform.position.x > 16.3)
{
transform.position = new Vector3(16.3f, transform.position.y, transform.position.z);
}
if (transform.position.x < -16.2)
{
transform.position = new Vector3(-16.2f, transform.position.y, transform.position.z);
}
if(Input.GetKeyDown(KeyCode.Space))
{
Instantiate(pizza, transform.position, pizza.transform.rotation);
}
transform.Translate(10 * hor * Time.deltaTime * Vector3.right);
}
}
Proyectos: Assembly-CSharp
Debug Any CPU
AWS
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Espacios: 4
UTF-8
CRLF
C#
Go Live
Prettier